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Ertemalp, F.; Cheriton, D.R.; Bechtolsheim, A.;

 Network Protocols, 2001. Ninth International Conference on , 11-14 Nov. 2001
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2 Evaluating the utility of fec with reliable multicast
Li, D.; Cheriton, D.R.;

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Dan Li; Cheriton, D.R.;

 Network Protocols, 1998. Proceedings. Sixth International Conference on , 11-14 Nov. 1998
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Singhal, S.K.; Cheriton, D.R.;

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5 Specializing object-oriented RPC for functionality and performance*Zelesko, M.J.; Cheriton, D.R.;*

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Network and Distributed System Security, 1996., Proceedings of the Symposium 22-23 Feb. 1996

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Computer , Volume: 24 Issue: 2 , Feb. 1991

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Communications, IEEE Transactions on , Volume: 38 Issue: 6 , June 1990

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Computer Architecture, 1989. The 16th Annual International Symposium on - 1 June, 1989

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Local Computer Networks, 1989., Proceedings 14th Conference on , 10-12 O

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11 **VMTP as the transport layer for high-performance distributed syst**
Cheriton, D.R.; Williamson, C.L.;
Communications Magazine, IEEE , Volume: 27 Issue: 6 , June 1989
Page(s): 37 -44

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12 **The VMP multiprocessor: initial experience, refinements and perf**
evaluation
Cheriton, D.R.; Gupta, A.; Boyle, P.D.; Goosen, H.A.;
Computer Architecture, 1988. Conference Proceedings. 15th Annual Internati
Symposium on , 30 May-2 June 1988
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 Richard M. Fujimoto
Proceedings of the 33nd conference on Winter simulation December 2001
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caching and prefetching in distributed virtual environments
 Addison Chan , Rynson W. H. Lau , Beatrice Ng
Proceedings of the ACM symposium on Virtual reality software and technology
 November 2001
 Although there are a few methods proposed for predicting 3D motion, most of these methods are primarily designed for predicting the motion of specific objects, by assuming certain object motion behaviors. We notice that in desktop distributed 3D applications, such as virtual walkthrough and computer games, the 2D mouse is still the most popular device being used as navigation input. Through studying the motion behavior of a mouse during 3D navigation, we propose a hybrid motion model for predict ...
- 3** Using spatial techniques to decrease message passing in a distributed 80%

VE system
 Olof Hagsand , Rodger Lea , Mårten Stenius
Proceedings of the second symposium on Virtual reality modeling language

February 1997

- 4** Log-based receiver-reliable multicast for distributed interactive simulation 80%



Hugh W. Holbrook , Sandeep K. Singhal , David R. Cheriton

ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication October 1995

Volume 25 Issue 4

Reliable multicast communication is important in large-scale distributed applications. For example, reliable multicast is used to transmit terrain and environmental updates in distributed simulations. To date, proposed protocols have not supported these applications' requirements, which include wide-area data distribution, low-latency packet loss detection and recovery, and minimal data and management over-head within fine-grained multicast groups, each containing a single data source. In this pa ...

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-	4585	(display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:55
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-	1	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1))) and mode) and determin\$6) and virtual adj (space\$1 or object\$1)) and 706/47.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:59
-	1795	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1))) and mode) and determin\$6) and virtual	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:17
-	1262	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1))) and mode) and determin\$6) and virtual) and character\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:18
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-	89	463/37.ccls. and (group\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 13:05
-	35	463/38.ccls. and (group\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 13:05
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-	0	4357014.pn. and (circle or circular)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:31
-	37661	(direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:32
-	7855	((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:33
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-	7	((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:00
-	7	((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)) and equal	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:00

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